Jonathan Bishop

VFX Artist

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Portfolio Link

Professional Skills / Software:

- Real time vfx
- Photoshop
- Unity3D
- Unreal Engine
- After Effects
- 3D Animation
- Frame Animation
- Zbrush
- Houdini
- Maya

Experience / Projects:

- **Cosmic Kitten (2017 - Current):** In Development
  - <u>Description:</u> Mobile game where a kitten flies through space using the gravity of stars to propel forward in order to destroy space rocks and defeat bosses.
  - <u>Credit:</u> *Tech Artist*. Created real time vfx and custom shaders to support gameplay.
- **Rockwell Collins (2017 - Current):** Link
  - <u>Description:</u> Use Python, C# and Testcomplete to develop and execute automation testing on proprietary high-end real-time graphic simulation suites.
- **Daz3d / Morph3d (2017):** Link
  - <u>Description:</u> Part of the game asset creation team for the Morph3d store. Additionally, created custom character content for Ready Room VR and High Fidelity.
- **The Flaws of Gravity (2016-2017):** DOWNLOAD
  - <u>Description:</u> A first-person puzzle platformer where you manipulate the direction of gravity to escape a disintegrating Greco-Roman labyrinth.
  - <u>Credit:</u> *Tech Artist*. Created mocap, animation, character(model, texture, rig), environment assets(models, textures), character scripts, and vfx.

Education:

University of Utah, Salt Lake City, UT (*Graduate*)

Entertainment Arts & Engineering, Technical Art (est. 2019, Spring)

- **Relevant Coursework:** Rigging, 3D Animation, Rapid Prototyping, Game Projects I, Level Design, Game Design, Real Time VFX, Houdini.

University of Utah, Salt Lake City, UT (*Undergraduate*)

University Studies Engineering, Technical Art for Games (2017, Spring)

- **Relevant Coursework:** Mocap Scanning and Rigging, Texturing for 3D I/II, Environment Art I/II, Traditional Game Development, Alternative Game Development, 3D Mod, Adv. 3D Char Production, Digital Figure Sculpting.